

IN THE CLAIMS:

Please amend the claims as follows.

1. (canceled)

2. (currently amended) A game system having, in a related fashion, a game apparatus having game program storage means storing a game program and including a character data storage section to display a moving character movable on the game space, processing means for executing the game program, and display means to display an image based on the result of processing by the processing means, comprising:

a housing to be held by a player; and

change-state detecting means related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage means stores game space data including image data to display a space for game play, and a display control program causes said display means to display a game space based on the game space data;

~~a simulation program provides simulation based on an output of said change-state detecting means such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;~~  
said game program storage means includes a character control program to

read out a moving character stored in said character data storage section and  
enable control related to said at least one of a change amount and a change  
direction applied to said housing based on an output of said change-state detecting  
means such that a display state of the moving character changes;

said change-state detecting means is to detect, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and


said character control program moves the moving character ~~said simulation~~  
~~program provides simulation~~ related to the at least one of an amount and a direction of a tilt applied to said housing ~~such that the game space is put into a tilted state.~~

3. (currently amended) A game system having, in a related fashion, a game apparatus having game program storage means storing a game program and including a character data storage section to display a moving character movable on the game space, processing means for executing the game program, and display means to display an image based on the result of processing by the processing means, comprising:

a housing to be held by a player; and

change-state detecting means related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage means stores game space data including image data to display a space for game play, and a display control program causes said display means to display a game space based on the game space data;

 ~~a simulation program provides simulation based on an output of said change-state detecting means such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;~~ said game program storage means includes a character control program to read out a moving character stored in said character data storage section and enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detecting means such that a display state of the moving character changes;

said change-state detecting means detects, as said at least one change amount and change direction, at least one of an amount and a direction of a movement applied to said housing, and

said character control program moves the moving character ~~said simulation program provides simulation related to the at least one of an amount and a direction of a movement applied to said housing such that the game space is put into a tilted state.~~

4. (currently amended) A game system having, in a related fashion, a game apparatus having game program storage means storing a game program and including a character data storage section to display a moving character movable on the game space, processing means for executing the game program, and display means to display an image based on the result of processing by the processing means, comprising:

a housing to be held by a player; and  
change-state detecting means related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage means stores game space data including image data to display a space for game play, and a display control program causes said display means to display a game space based on the game space data;

~~a simulation program provides simulation based on an output of said change-state detecting means such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;~~  
said game program storage means includes a character control program to read out a moving character stored in said character data storage section and enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detecting means such that a display state of the moving character changes;

said change-state detecting means detects, as said at least one change amount and change direction, at least one of an amount and a direction of an impact applied to said housing, and

said character control program moves the moving character ~~said simulation program provides simulation~~ related to the at least one of an amount and a direction of an impact applied to said housing ~~such that the game space is put into a tilted state.~~

5. (currently amended) A game system according to claim 2, wherein said change-state detecting means is for detecting both of said amount and direction of a change applied to said housing, and

~~said simulation program provides simulation~~ said character control program moves the moving character related to the both of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

6. (previously presented) A game system according to claim 2, wherein said housing is a housing of said game apparatus, and

said game apparatus being a portable game apparatus having said display means provided integrally on one main surface of said housing.

7. (currently amended) ~~A game system according to claim 6,~~  
~~wherein~~ A game system having, in a related fashion, a game apparatus having  
game program storage means storing a game program, processing means for  
executing the game program, and display means to display an image based on the  
result of processing by the processing means, comprising:  
\_\_\_\_\_ a housing to be held by a player; and  
\_\_\_\_\_ change-state detecting means related to said housing for detecting at least  
one of an amount and a direction of a change applied to said housing,  
wherein said game program storage means stores game space data  
including image data to display a space for game play, and a display control  
program causes said display means to display a game space based on the game  
space data;  
\_\_\_\_\_ a simulation program provides simulation based on an output of said  
change-state detecting means such that a state of the game space is changed  
related to at least one of a change amount and a change direction applied to said  
housing;  
said change-state detecting means is to detect, as said at least one change  
amount and change direction, at least one of an amount and a direction of a tilt  
applied to said housing, and

said simulation program provides simulation related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display means provided integrally on one main surface of said housing;

said game program storage means is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detecting means detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus when accommodated in said cartridge and said cartridge is loaded in said housing of said portable game apparatus.

8. (previously presented) A game system according to claim 7, wherein said change-state detecting means is for detecting an operation as a tool due to a change state applied to said housing of said portable game apparatus,

said game program storage means includes a character data storage section to display a moving character movable on the game space,

the game space data being image data providing a display associating a tool having a function of controlling a movement of the moving character displayed on the game space, and

said game program storage means including a character control program to read out a moving character stored in said character data storage section and enable processing related to at least one of a change amount and a change direction applied to said housing based on an output of said change-state detecting means such that a display state of the moving character is under control of the tool.

9. (canceled)

10. (currently amended) A game system according to claim 2, wherein said game program storage means further includes a non-player character data storage section to display a non-player character to make a first action on the game space according to a predetermined program irrespectively of an operation by the player, and

~~said simulation program providing said character control program provides~~  
control such that the non-player character makes a first action previously determined by a program when any of change states in amount and direction is not detected by said change-state detecting means, and such that the non-player character makes in addition to the first action a second action related to at least one of an amount and a direction of a change based on an output of said change-state detecting means when at least one of the change states in amount and direction is detected by said change-state detecting means.



11. (currently amended) A game system according to claim 2,  
~~wherein said game program storage means includes a character data storage~~  
~~section to display a moving character movable on the game space,~~  
    wherein the game space data including data to display a particular area  
defined such that, when the moving character moves on the game space, the  
moving character is different in action from that in another area,  
    said ~~simulation~~ character control program controlling a display state of the  
moving character related to the at least one of an amount and a direction of a  
change applied to said housing based on an output of said change-state detecting  
means, and display-controlling, when the moving character moves on the game  
space, the moving character being different in action from that in another area.

12. (currently amended) A game system according to claim 2,  
wherein the game space data includes space data to display a greater game space  
than a display area to be displayed by said display means,  
    the display control program including data to display on said display means  
image data of a part of the game space existing in a range of the display area of the  
game space, and

a ~~said~~ simulation program simulating a state of only the game space existing in the display area based on the at least one of an amount and a direction of a change in an output of said change-state detecting means.

13. (original) A game system according to claim 2, wherein said change-state detecting means detects as a change amount a moving amount of said housing and as a change direction a moving direction,

the game space data including space data to display a game space greater than a display area of said display means, and

the display control program displaying on said display means a space area of a part of a game space corresponding to the display area, and gradually moving the display area of the game space in the moving direction by an area corresponding to the moving amount according to a movement of said housing.

14. (currently amended) A game system according to claim 2, wherein said game apparatus has operating means to be operated by a player on one main surface of said housing, and

~~said simulation program character control enabling control changing a state of the game space in a manner of simulation based on a detection output of said change-state detecting means and an operating state of said operating means.~~

15-22. (canceled)

23. (currently amended) A game system comprising:

a game apparatus having a game program memory storing a game program  
and including a character data storage section to display a moving character  
movable on the game space and game space data including image data to display a  
space for game play;

a processor for executing the game program;

a display to display an image based on a result of execution by the  
processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of  
an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game  
space based on the game space data;

~~a simulation program provides simulation based on an output of said~~  
~~change state detector such that a state of the game space is changed related to at~~  
~~least one of a change amount and a change direction applied to said housing;~~  
game program storage means includes a character control program to read out a  
moving character stored in said character data storage section and enable control  
related to said at least one of a change amount and a change direction applied to

said housing based on an output of said change-state detecting means such that a display state of the moving character changes;

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

~~said simulation program simulates the game space~~ said character control program moves the moving character in a manner related to the at least one of an amount and a direction of a tilt applied to said housing ~~such that the game space is put into a tilted state.~~

24. (currently amended) A game system comprising:

a game apparatus having a game program memory storing a game program and including a character data storage section to display a moving character movable on the game space and game space data including image data to display a space for game play;


a processor for executing the game program;

a display to display an image based on a result of execution by the processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game space based on the game space data;

 ~~a simulation program provides simulation based on an output of said change-state detector such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing; said game program storage means includes a character control program to read out a moving character stored in said character data storage section and enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detecting means such that a display state of the moving character changes;~~

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a movement applied to said housing, and

~~said simulation program~~ said character control program moves the moving character ~~simulates the game space in a manner related to the at least one of an amount and a direction of a movement applied to said housing such that the game space is put into a tilted state.~~

25. (currently amended) A game system comprising:

a game apparatus having a game program memory storing a game program

and including a character data storage section to display a moving character  
movable on the game space and game space data including image data to display a  
space for game play;

a processor for executing the game program;

a display to display an image based on a result of execution by the  
processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of  
an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game  
space based on the game space data;

~~a simulation program provides simulation based on an output of said~~  
~~change state detector such that a state of the game space is changed related to at~~  
~~least one of a change amount and a change direction applied to said housing;~~said  
game program storage means includes a character control program to read out a  
moving character stored in said character data storage section and enable control  
related to said at least one of a change amount and a change direction applied to  
said housing based on an output of said change-state detecting means such that a  
display state of the moving character changes;

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of an impact applied to said housing, and

~~said simulation program simulates~~ said character control program moves the moving character ~~the game space~~ in a manner related to the at least one of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

26. (currently amended) A game system according to claim 23, wherein:

said change-state detector detects both of said amount and direction of a change applied to said housing, and

~~said simulation program simulates~~ character control program moves the moving character ~~the game space~~ in a manner related to the both of an amount and a direction of an impact applied to said housing such that the game space is put into a tilted state.

27. (previously presented) A game system according to claim 23, wherein:

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display provided integrally on one main surface of said housing.

28. (currently amended) ~~A game system according to claim 27,~~  
~~wherein:~~ A game system comprising:  
a game apparatus having a game program memory storing a game program  
and game space data including image data to display a space for game play;  
a processor for executing the game program;  
a display to display an image based on a result of execution by the  
processor;  
a housing to be held by a player; and  
a change-state detector related to said housing for detecting at least one of  
an amount and a direction of a change applied to said housing,  
wherein a display control program causes said display to display a game  
space based on the game space data;  
a simulation program provides simulation based on an output of said  
change-state detector such that a state of the game space is changed related to at  
least one of a change amount and a change direction applied to said housing;  
said change-state detector detects, as said at least one change amount and  
change direction, at least one of an amount and a direction of a tilt applied to said  
housing.



\_\_\_\_\_ said simulation program simulates the game space in a manner related to  
the at least one of an amount and a direction of a tilt applied to said housing such  
that the game space is put into a tilted state;

\_\_\_\_\_ said housing is a housing of said game apparatus, and

\_\_\_\_\_ said game apparatus is a portable game apparatus having said display  
provided integrally on one main surface of said housing;

said game program memory is accommodated in a cartridge and detachably  
loaded in said housing of said portable game apparatus, and

said change-state detector detects at least one of an amount and a direction  
of a change applied to said housing of said portable game apparatus when  
accommodated in said cartridge said cartridge is loaded in said housing of said  
portable game apparatus.

29. (previously presented) A game system according to claim 28,  
wherein:

said change-state detector detects an operation as a tool due to a change  
state applied to said housing of said portable game apparatus,

said game program memory includes a character data storage section to  
display a moving character movable on the game space,

the game space data being image data provides a display associating a tool having a function of controlling a movement of the moving character displayed on the game space, and

said game program storage memory includes a character control program to read out a moving character stored in said character data storage section and enable processing related to at least one of a change amount and a change direction applied to said housing based on an output of said change-state detector such that a display state of the moving character is under control of the tool.

30. (canceled)

31. (currently amended) A game system according to claim 23,

wherein:

said game program memory further includes a non-player character data storage section to display a non-player character to make a first action on the game space according to a predetermined program irrespectively of an operation by the player, and

said ~~simulation~~character control program provides control such that the non-player character makes a first action previously determined by a program when any of change states in amount and direction is not detected by said change-state detector and such that the non-player character makes, in addition to the first

action, a second action related to at least one of an amount and a direction of a change based on an output of said change-state detector when the at least one of change states in amount and direction is detected by said change-state detector.

32. (currently amended) A game system according to claim 23, wherein:

~~said game program memory includes a character data storage section to display a moving character movable on the game space,~~

wherein the game space data includes data to display a particular area defined such that, when the moving character moves on the game space, the moving character is different in action from that in another area,

~~said simulation-character control~~ program controls a display state of the moving character related to the at least one of an amount and a direction of a change applied to said housing based on an output of said change-state detector, and display-controlling, when the moving character moves on the game space, the moving character being different in action from that in another area.

33. (currently amended) A game system according to claim 23, wherein:

the game space data includes space data to display a greater game space than a display area to be displayed by said display,

the display control program includes data to display on said display image data of a part of the game space existing in a range of the display area of the game space, and

| a ~~said~~ simulation program simulates a state of only the game space existing in the display area based on the at least one of an amount and a direction of a change in an output of change-state detector.

34. (previously presented) A game system according to claim 23, wherein:

said change-state detector detects as a change amount a moving amount of said housing and as a change direction a moving direction,

the game space data includes space data to display a game space greater than a display area of said display, and

the display control program displays on said display a space area of a part of a game space corresponding to the display area, and gradually moving the display area of the game space in the moving direction by an area corresponding to the moving amount according to a movement of said housing.

35. (currently amended) A game system according to claim 23, wherein:

said game apparatus has an operator to be operated by a player on one main surface of said housing, and

said ~~simulation-character control~~ program changes a state of the game space enables control based on a detection output to said change-state detector and an operating state of said operator.

36-42. (canceled)

43. (previously presented) A game system according to claim 7, wherein the change state detecting means comprises at least one acceleration sensor enclosed within the cartridge.

44. (previously presented) A game system according to claim 28, wherein the change state detector comprises at least one acceleration sensor enclosed within the cartridge.